**Puzzles, Brain Teasers, and Activities: Voicemails From the Grave**

***The Haunted Chronicles***

**1. Decode the Message (Cipher Puzzle)**

* **Description:** A cryptic voicemail is left for the reader. The message is encoded using a Caesar cipher. Players must shift letters by a certain number (provided in the clue) to decode the warning.
* **Example Clue:**
	+ Encoded: "Qeb obxk fp vlr cfk."
	+ Solution: Decoding with a shift of -3 reveals, "The trap is your fear."

**2. The Shadowy Maze (Printable or Digital Maze)**

* **Description:** Navigate a maze that represents the shadowy dimension. Along the way, avoid dead ends (marked by shadow symbols) and collect memory fragments to "escape."
* **Challenge:** Players must collect all three fragments before finding the exit.

**3. Match the Warning (Memory Game)**

* **Description:** Create pairs by matching voicemail warnings with their outcomes from the story.
* **Example Pair:**
	+ Warning: "Watch where you’re going."
	+ Outcome: "Almost hit by a car."

**4. Hidden Messages (Word Search)**

* **Description:** A themed word search featuring key terms from the book.
* **Example Words:** Chloe, voicemail, entity, fear, shadow, Maddie, dimension, Lainey.

**5. Fill in the Fear (Mad Libs Style Activity)**

* **Description:** A partially written voicemail allows players to fill in the blanks with their own spooky words to create a chilling new message.
* **Example Start:**
	+ “Tomorrow, [adjective] things will happen. Be careful of the [noun] that lurks in the [place]…”

**6. Shadowy Riddles**

* **Description:** Solve eerie riddles inspired by the story.
* **Examples:**
	+ Riddle 1: "I am there when the light fades, but gone when it shines bright. What am I?"
		- Answer: A shadow.
	+ Riddle 2: "I am silent but speak volumes, my messages unseen until revealed. What am I?"
		- Answer: A voicemail.

**7. Crack the Code (Logic Puzzle)**

* **Description:** Participants are presented with a series of numbers that relate to the sequence of voicemail timestamps. They must deduce the pattern to find the next timestamp.
* **Example Pattern:**
	+ 7:03 PM → 8:15 PM → 9:27 PM → ?
	+ Solution: Add 1 hour and 12 minutes (next timestamp is 10:39 PM).

**8. Connect the Clues (Interactive Story Map)**

* **Description:** Players follow a series of clues leading them through key locations in the book (e.g., Chloe’s school, Lainey’s house, the burning school). At each "stop," they solve a short puzzle to uncover the next location.

**9. Spot the Difference (Illustrated Activity)**

* **Description:** Two scenes from the book are depicted with subtle differences between them. Players must find all differences.
* **Example Scenes:**
	+ Chloe receiving her first voicemail.
	+ Chloe and Lainey preparing for the ritual.

**10. Build Your Own Voicemail**

* **Description:** An interactive writing challenge where readers create their own eerie voicemail using prompts like:
	+ Who is the voicemail from?
	+ What warning does it give?
	+ How does the recipient react?

**11. The Memory Chain (Sequencing Game)**

* **Description:** A drag-and-drop or printable activity where players must place key events from *Voicemails From the Grave* in the correct chronological order to "rebuild Chloe’s memory."

**12. Fear Factor Quiz**

* **Description:** A personality quiz that determines what "fear" the entity might use against you based on your answers.
* **Example Results:**
	+ "You fear being alone in the dark."
	+ "You fear losing control."

**13. Entity’s Shadows (Tangram Puzzle)**

* **Description:** Create shadow-like shapes using tangram pieces to match provided outlines of "entities."

**14. Who Said It? (Character Quote Match)**

* **Description:** Match quotes from the book to the correct characters (e.g., Chloe, Lainey, Maddie, or the Entity).

**15. Word Ladder (Escape the Entity)**

* **Description:** Players transform one word into another by changing a single letter at each step.
* **Example:**
	+ Start: FEAR → End: FREE.

**16. Entity Trivia Challenge**

* **Description:** A multiple-choice quiz testing readers’ knowledge of the book.
* **Example Question:**
	+ "What does the entity use to communicate with Chloe?"
		- a) Dreams
		- b) Text messages
		- c) Voicemails (Correct Answer)

**17. Create Your Escape Plan**

* **Description:** A creative writing/drawing activity where readers map out how they would escape the entity’s trap, incorporating their own fears and strengths.

**18. The Entity’s Reflection (Mirror Puzzle)**

* **Description:** A mirrored text challenge where players must decode the entity’s message by holding it up to a mirror.

**19. Visualize the Shadowy Dimension (Art Challenge)**

* **Description:** Using descriptive text from the book, readers create their own illustration of the shadowy dimension.

**20. The Final Warning (Escape Room Game)**

* **Description:** A condensed digital or printable version of the earlier escape room activity for solo or small-group play.

These activities balance spooky fun with critical thinking, encouraging deeper engagement with the book while sparking creativity and excitement.